Special thanks
to

arjuna_pa

for contributing
this manual

SNS-LR-USA

SUPER NES
SUPER SCOPE 6

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Vimm's Lair - www.vimm.net

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

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Thank you for playing the Super NES Super Scope 6™ Game Pak for your SUPER NINTENDO ENTERTAINMENT SYSTEM®.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

NOTE: This game can only be played with the Super NES Super Scope™ accessory.

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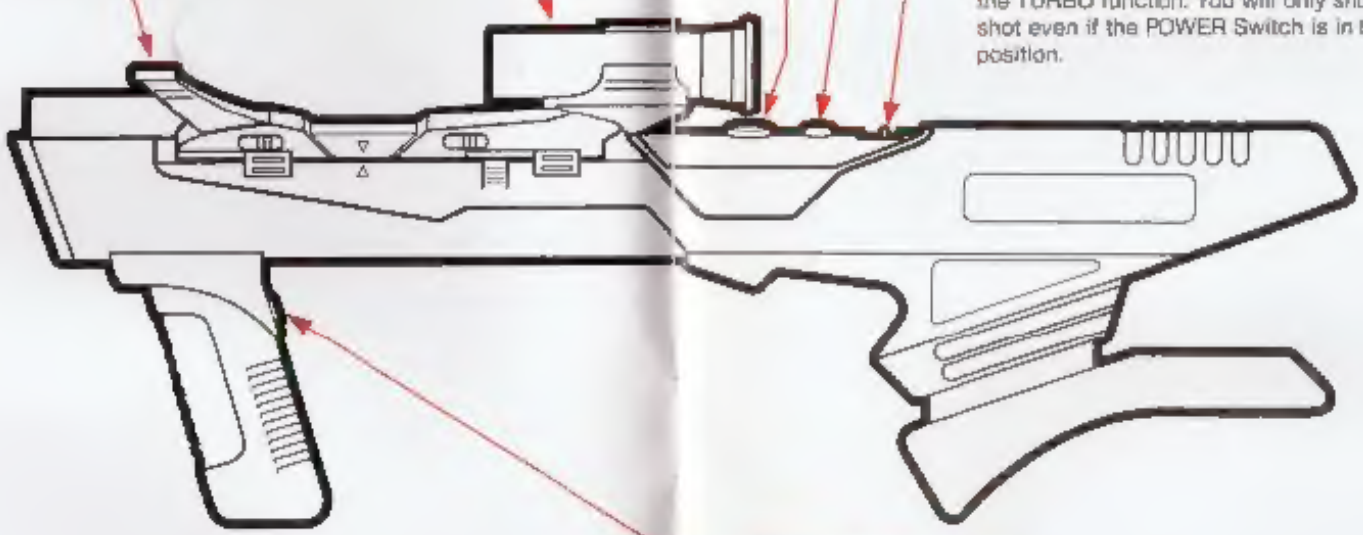
■SUPER NES SUPER SCOPE CONTROL BUTTONS AND BASIC OPERATION■



Sight Tube

&

Front Sight

To aim, align the center of the Front Sight over your target while looking through the Sight Tube.

FIRE Button

Press this button to shoot at the screen.

PAUSE Button

Press the PAUSE Button to interrupt the game play. Press PAUSE a second time to resume game play. While paused, you can re-aim the Super Scope by firing at the center of the target.

POWER Switch

Slide this switch forward to the center position to turn the power on. NOTE: This game does not use the TURBO function. You will only shoot a single shot even if the POWER Switch is in the TURBO position.

CURSOR Button

While the game is paused, press the FIRE Button twice while holding the CURSOR Button, to reset the game back to the title screen.

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■ PREPARING THE SUPER SCOPE FOR PLAY ■

Begin by setting up your Super Scope Receiver Module as shown in the Super NES Super Scope Instruction Manual. After inserting the cartridge into the Super NES Control Deck, slide the Power Switch on the Control Deck and Super NES Super Scope to their ON positions. When the title screen appears, shoot once toward the screen. The ADJUST AIM screen will then be displayed. If you shoot at the screen while the demo is running, the game will return to the title screen.

◆AIM ADJUSTMENT◆

Through the hole in the Sight Tube, you will see the Front Sight. Aim and shoot at the center of the target by sighting it through the Sight Tube and the Front Sight as shown in the illustration on the left.

A hit mark will appear in the center of the target, and the Super Scope's aim is now adjusted.

Immediately afterwards, a screen for a trial shot will appear. Shoot at this screen to check your aim adjustment.

If your aim was not adjusted correctly, or if you change positions, press the Pause Button to re-aim. To resume the game without altering your aim, press the Pause Button again without firing.

◆Starting The Game◆

After your aim adjustment is completed, you will see the SELECT GAME screen. Choose from either BLASTRIS or LAZERBLAZER by shooting at the appropriate window.

BLASTRIS ..... See Page 7

LAZERBLAZER ..... See Page 13

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BLASTRIS™

GAME SELECT SCREEN

◆GAME SELECT◆

Select one of the three games shown on the top of the screen by shooting the appropriate window.

◆LEVEL SELECT◆

The three difficulty levels to begin playing at are, LOW, MED and HIGH. Shoot the window in the center of the screen to select the level you want.

LOW
MED
HIGH

◆MODE SELECT◆

There are two mode types for each game. Shoot the mode of your choice after selecting your level and the game will start.

BLASTRIS A

HOW TO PLAY

As the game begins, a variety of block shapes consisting of 4 squares each will appear from the left and float toward the right. Arrange those blocks by shooting individual squares. Break them to arrange the remaining pieces into vertical lines on the right. When you form a vertical line, that line of blocks will be cleared and you will be given points. If you clear 2 or more lines simultaneously, you will get higher points.

Clearing 5 lines completes a level, advancing you to the next stage. As you progress to higher levels, the speed of the floating blocks becomes faster. Your game will be over if a block pile becomes too high and reaches the left side of the screen.

The game is over when the piled blocks reach the left side.

MODE SELECTION

There are two modes of play for Blastris A. One of them is for only one player, the other is for two players (VS. mode).

Shoot the window of the mode you want to play.

One Player Play by yourself, trying to beat your highest score.

Two Players Play with another player competing for the highest score. Both players alternate turns after each stage using the same Super Scope.

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GAME START

The Game Screen

❶ Number of lines cleared this stage.
❷ Total score this game.
❸ Level number of the current stage.
❹ Number of bullets currently available.

◆You Have Limited Bullets In Blastris A◆

The number of the bullets available to shoot is limited. When a block begins to fall, two bullets are added to your reserve. When you have no bullets left, you cannot shoot again until another block begins to fall and you get more bullets.

SCORING

There Are Two Ways To Score.

◆Score By Clearing Lines◆

You will score points each time you clear a line. To clear a line you must fill a vertical row from top to bottom without leaving any open spaces.

Clear one line	300 Points
Clear two lines simultaneously	1000 Points
Clear three lines simultaneously	5000 Points
Clear four lines simultaneously	10000 Points

Clearing a line!

◆Points For Unused Bullets◆

You will receive points for every unused bullet after clearing a stage.

Each bullet left	100 Points

Stage cleared

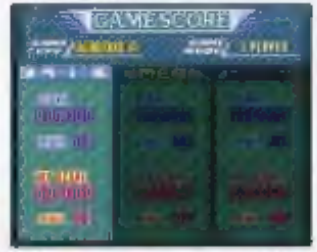
In the two player mode, the player with the highest score is the winner.

Clearing two or more lines simultaneously to get a higher score.

SCORE DISPLAY

The game is over when a block pile reaches the left side. When the game is over, the highest scores will be displayed.

The game type, your current score and the highest scores are displayed for each game level.



If your score exceeds the high score it will be displayed as the highest.

The score and level of your last game, and the highest scores for each level will be displayed. If your score is the highest, it will be the TOP SCORE. Shoot the High Score screen to display the SELECT and END windows. Shooting the SELECT window will return you to the Blastris GAME SELECT screen. Shooting the END window will reset the game back to the title screen. Ending resets all high scores.

SELECT window

END window

BLASTRIS

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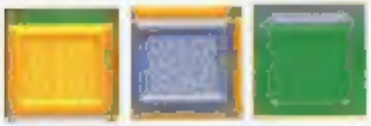
BLASTRIS B

HOW TO PLAY

As you start, blocks will begin falling down. You cannot move blocks left or right, but you can spin it to reveal three different colors. The metallic blocks are the same color on every face. Shooting them does not change the color.



All of the faces on a metallic block are the same color.

Arranging more than three blocks of the same color vertically, horizontally or diagonally will clear that row. You will get points for each row cleared.

When the block piles reach the top of the screen, the game is over.

The block pile has reached the top - Game Over!

TWO PLAY MODES

There are two ways to play, mode A and mode B.

The basic method of playing either mode is not very different, but the object of the two games is.

◆Type A◆

Beginning the game will reveal stacks of Monster blocks. Spin the blocks falling next to, and on top of the Monster blocks, aligning three or more of the same color to clear that row. When all of the Monster blocks are cleared you will progress to the next stage.

Monster Blocks

◆Type B◆

There are no blocks at the beginning that must be eliminated. Blocks will begin falling and your game will continue, getting progressively harder, until a block pile reaches the top of the screen.

GAME SCREEN

❶ Current play level
❷ Current game score

◆Block Falling Speed◆

In either mode, when the level increases, the blocks will fall faster and the interval between blocks will decrease.

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CLEARING AND SCORING

There are Several Ways To Clear Blocks

◆Vertical Clearance◆

Clear the blocks by aligning the colors vertically. Usually only three blocks can be cleared vertically, but chain reactions with adjoining blocks horizontally or diagonally can occur. Be careful to not pile the blocks too high vertically.

◆Horizontal Clearance◆

Clear the blocks by aligning the colors horizontally. You can clear up to five blocks with a horizontal clear.

◆Diagonal Clearance◆

Clear the blocks by aligning the colors diagonally. You can clear up to five blocks in a diagonal clear. It is very easy to cause a chain reaction by a diagonal clear.

◆Combination◆

If you clear rows by combining vertical, horizontal or diagonal clears, you will eliminate more blocks than in a single clear and get more points.

◆Chain Reaction◆

By clearing blocks in a diagonal or horizontal clear, you can clear other blocks by causing a chain-reaction. It is possible to pile blocks deliberately so that a chain reaction occurs, but usually this happens unexpectedly.

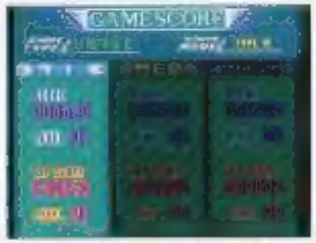
By clearing the three green blocks horizontally.

The yellow blocks will be cleared in a chain reaction.

SCORE DISPLAY

If a block pile reaches the top of the screen, the game will be over. You will then see the high score display.

The score and level of your last game, and the highest scores for each level will be displayed. If your score is the highest, it will be the TOP SCORE. Shoot the High Score screen to display the SELECT and END windows. Shooting the SELECT window will return you to the Blastris GAME SELECT screen. Shooting the END window will reset the game back to the title screen. Ending resets all high scores.



Blastris B high score display

SELECT window END window

BLASTRIS

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MOLE PATROL

As the game begins, a troop of Molians will march in from the left and drop into the pipe on the right. (Shoot the screen to bypass.)

Watch for the Molians to begin popping their heads out of any of the twelve craters. When they begin to do so, blast them into the background with your Super Scope.

Blue Molian

Red Molian

TWO WAYS TO PLAY

There are two modes of play, the Stage Mode and Score Mode.

◆Stage Mode◆

Game play proceeds in ever more difficult stages. You have limited time to shoot all of the Blue Molians and clear the stage. In higher stages more Molians will appear. Do not shoot a Red Molian by mistake, doing so will cause the Molians to pop up faster. If the timer reaches zero before you tag all of the Blue Molians in that stage, your game will be over.

◆Score Mode◆

This game is only one stage long. Depending on your choice of difficulty level, ten to fifteen Molians will appear for you to tag. Your speed and accuracy will determine your score. Your scorecard will be displayed rating your performance between 0 and 100 Points.

GAME SCREEN

- ❶ Current score
- ❷ Number of Blue Molians left
- ❸ Time left

There are no indicators when playing in the Score Mode.

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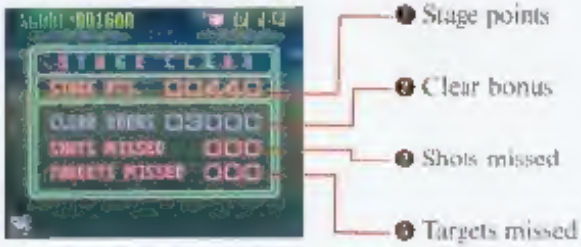
SCORE

Scoring differs between the Stage Mode and the Score Mode.

◆Stage Mode◆

Every time you shoot a Blue Molian, you will be awarded 100 Points. When you finish the stage, each count of time is worth an additional 8 Points, that will be added to your total score.



❶ Stage Points

You receive these points upon completion of the stage. The stage points are determined by adding the points for each time count left and the clear bonus. Points lost for shots and targets missed will be subtracted.

❷ Clear Bonus

You receive these points for clearing the stage. (Score between 3000 Points and 15000 Points depending on the stage level.)

❸ Shots Missed

These points are lost by missing shots.

Each missed shot ..... 100 Points

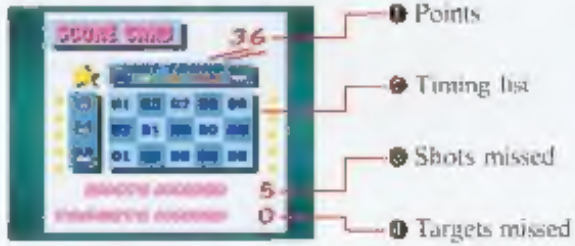
❹ Targets Missed

These points are lost each time you allow a Blue Molian to survive when it pops its head out.

1 Blue Molian ..... 250 Points

◆Score Mode◆

Your score has a maximum of 100 Points!

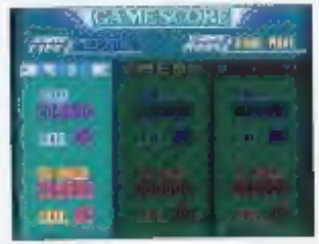


❶ Points	Points for shooting the Molians.
❷ Timing list	The list shows the distance and timing of your [illegible].
❸ Shots missed	Numbers of missed shots.
❹ Targets missed	Numbers of Blue Molians left.

SCORE DISPLAY

When time is over or after your game is over you will view the High Score display screen.

If your score beats the high score, it also will be displayed as the high score.



The score and level of your last game, and the highest scores for each level will be displayed. If your score is the highest, it will be the TOP SCORE. Shoot the High Score screen to display the SELECT and END windows. Shooting the SELECT window will return you to the Blastris GAME SELECT screen. Shooting the END window will reset the game back to the title screen. Ending resets all high scores.

SELECT window

END window

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LazerBlazer™

GAME SELECT SCREEN

f you selected LazerBlazer the screen pictured bellow wi appoar

TYPE A
INTERCEPT

TYPE B
ENGAGE

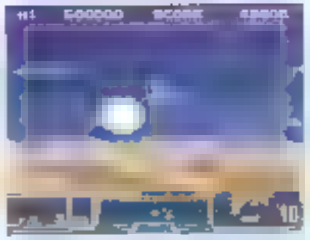
TYPE C
CONFRONT

All three of these games are different and to excel you must sharpen many skills. Select one of the three games by shooting its window to begin playing.

TYPE A - INTERCEPT

BASIC GAME IDEA

A volley of missiles has been launched by the enemy. Your mission is to shoot down all of the missiles using the fewest shots possible. This game type has a one player mode and a two player VS. mode



STARTING THE GAME

After choosing game TYPE A. INTERCEPT a screen will appear that will let you choose either a one player game or the two player VS game. Shoot the window of the mode you wish to play

Enemy Missiles

The different missile types are shown in this window. The point value for a missile becomes greater as its distance from the player increases

Player Mode

VS. Mode

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ONE PLAYER MODE

PLAY

ntercept the missiles as they hurtle across the screen. Do not et any of hem pass. When you miss five missiles, the game is over.

LEVEL SELECT

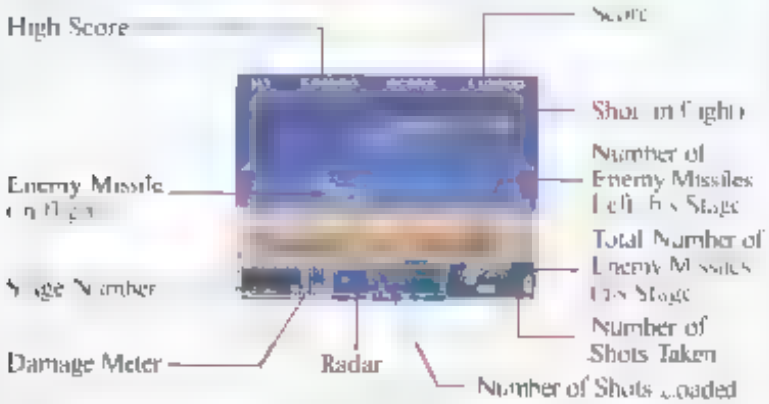
There are a tota of thirty stages of difficulty. You can begin at your choice of three different levels as shown.

LOW LEVEL	STAGE 1-30
MED LEVEL	STAGE 11-30
HIGH LEVEL	STAGE 21 30

Select the level you want to start at, by shooting its window.

THE GAME SCREEN

This is the layout of your on screen indicators.



Your mission is to intercept the enemy missiles. Use the information provided by the indicators to your advantage.

◆Radar◆

The enemy missiles are shown as white dots. Use this radar to help you determine the number and formation of the missile volley.

Missiles currently in range

◆Number of Shots Loaded◆

You can shoot up to a maximum of three shots in a row before reload must occur. After each shot is fired, you must wait a short time until the launch tube reloads.

You cannot fire unt your shots are reloaded

◆Number of Enemy Missiles and Player's Shots◆

This meter counts down the number of enemy missiles when you intercept them, as well as when they escape your aim. When the number of enemy missiles left becomes zero, the stage is over.

The number of shots that you take influences the calculation of your score.

◆Damage Meter◆

Each time an enemy missile passes without being intercepted, it will be counted as a miss, and register on the meter as a red mark. When you have missed four times, a warning alarm will begin to sound. When you let the fifth missile pass by, the game will be over.

DANGER

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SCORING

Each time a missile is shot down, points are added to your score

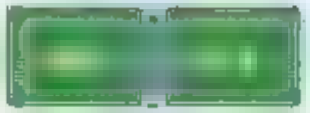
As you complete each stage, bonus points are awarded. Bonus points are calculated by your hit ratio. (Number of missiles shot down/shots you fire)

Points for missiles shot down

Hit ratio

When the game is over, your last score and the high score will be shown. Shoot either the SELECT window or the END window.

Shooting the SELECT window will return you to the LazerBlazer GAME SELECT screen. Shooting the END window will reset the game back to the title screen. Ending resets all scores.



SELECT END

THE VS. MODE

The VS. mode has no LEVEL SELECT. Both players will play at the same level.

PLAY

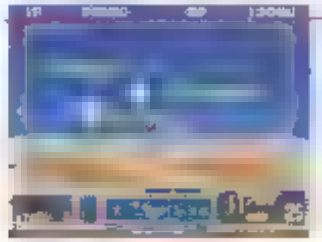
Compete with another player in a test of accuracy. Two players will play the same stages for three rounds using the Super Scope alternately. Your scores will be determined by the number of enemy missiles intercepted and how few shots it took to do so. Missed enemy missiles do not count against you, however, you will lose a scoring opportunity to your opponent.

AIM ADJUSTMENT

Both players will adjust their aim as each begins round one of the competition. See page 5 for details regarding adjustment of aim.

GAME SCREEN

Score Player One



Score Player Two

SCORING

Each missile shot down will add points to your score. Additionally, as in the one player mode, you will receive bonus points after each stage based upon the number of missiles intercepted and the number of shots taken.

Points for missiles shot down

Hit ratio

After player two finishes the third stage, the game will be over. After the scores have been calculated for both players, the player who has the most points is the winner of the game.

When the SELECT and END windows appear, shoot at the window of your choice.

Score bar

Shooting the SELECT window will return you to the LazerBlazer GAME SELECT screen. Shooting the END window will reset the game back to the title screen. Ending resets all scores.

HELP!-SAVE MARIO!

Occasionally, during both the one player and VS. modes, Mario chased by Bowser will appear.

Bowser

Mario

★One Player mode

If you shoot down Bowser saving Mario, your damage meter will decrease by one mark. If you accidentally shoot Mario, your damage will increase by one.

★VS. mode

Shooting Bowser will add to the calculation of your score and shooting Mario will subtract from it.

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TYPE B-ENGAGE

PLAY

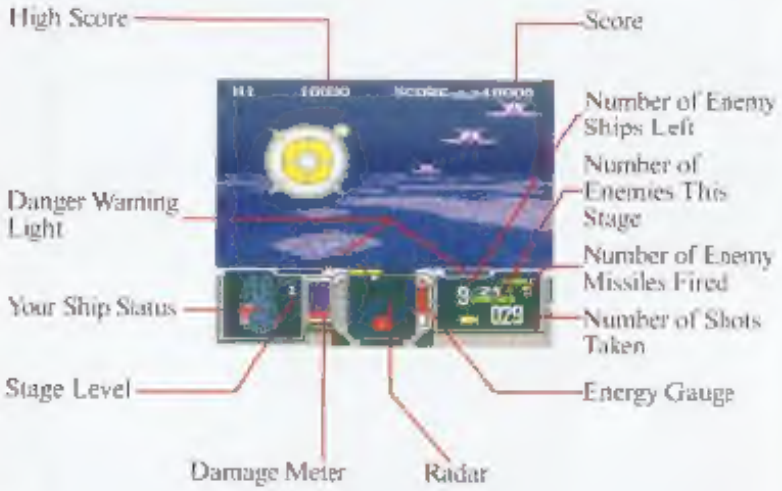
Engage enemy aircraft as they fly into your sights. Be careful, they are armed with missiles. Watch your fuel use, it is limited and you must shoot them all down before your tank runs dry. Game TYPE B-ENGAGE has no VS. mode.

LEVEL SELECT

The level select screen is the same as that of game TYPE A-INTERCEPT. (See the page 21)

GAME SCREEN

After selecting a level, the game screen will appear. There are several indicators on this screen that you should watch.



Your mission is to engage and defeat the enemy fighters. Use the information provided by the indicators to your advantage.

◆Radar◆

The radar shows the enemy fighters and the missiles that they have fired at you. Enemy fighters are shown as white dots, enemy missiles are yellow dots. Listen for the warning sound if the radar detects an enemy missile.

◆Number of Shots Loaded◆

Each time you fire one shot, one meter unit will disappear for a few seconds while a shot is being loaded again. The maximum number of shots that you can fire consecutively is four. If you fire all four shots before reload can occur, you will be unable to shoot for a short time.

◆Players' Ship◆

When you get hit by an enemy missile, the damage will show on this indicator.

◆Number of Enemy Fighters, Number of Enemy Missiles and Player's Shots◆

As you shoot down the enemies, or their missiles, the Number of Enemies This Stage will decrease by one. When the Number of Enemies This Stage equals zero, the stage is over. Also, the number of player's shots taken will be taken into account when the score is calculated.

◆Damage to Player's Ship◆

When you get hit by enemy's missiles, your damage meter will turn red in five stages. When you have been hit four times a warning alarm will begin sounding. When you have been hit the fifth time, your game is over.

◆Fuel◆

You have limited fuel for each stage. If your fuel runs out, your ship will fall to the ground and your game is over. You must shoot all of the enemies out of the sky to end the round before you run out of fuel.

◆Supply Ship◆

After finishing a stage, your ship will rise to dock with and recharge with energy from the Supply Ship. When the red Supply Ship appears, you also will recover one damage unit on the Damage Meter.

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SCORE

When you shoot down a missile, its score will be added to your score.

Also, after completion of each stage, bonus points will be added to your score. These bonus points are calculated based on your hit ratio. (Number of enemies shot down / Number of shots you have fired)

Points for Enemies Shot Down

Hit Ratio

When the game is over, your last score, as well as the high score will be shown. Shoot either the SELECT window or the END window.

SELECT END

Shooting the SELECT window will return you to the LazerBlazer GAME SELECT screen. Shooting the END window will reset the game back to the title screen. Ending resets all scores.

TYPE C - CONFRONT

PLAY

Confront the enemy robot armada as they attempt to land. You must eliminate them with your anti-aircraft type cannon before they can shoot you. The TYPE C - CONFRONT game does not have a VS. mode.

SELECT LEVEL SCREEN

The Select Level screen is same as the TYPE A - INTERCEPT and the TYPE B - ENGAGE games.

GAME SCREEN

Your mission is to confront and destroy the enemy robots. Use the information provided by the indicators to your advantage.

◆Radar◆

Enemy robots are shown as white dots. You can determine position and distance of the enemy robots with this radar.

◆Number of Enemy Robots and Number of Player's Shots◆

When you shoot down an enemy robot or if an enemy robot leaves the radar area, the Total Number of Enemy Robots This Stage decreases by one. When this number equal zero, you have finished the stage. The total number of shots taken will be calculated into your score. The maximum number of shots that can be taken before reload must occur is four.

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◆Player's Ship◆

As your ship gets hit by enemy's shots, the damage will be shown on the indicator.

◆Damage Meter◆

When you get hit by enemy's missiles, your damage meter will turn red in five stages. When you have been hit four times a warning alarm will begin sounding. When you have been hit the fifth time, your game is over.
If you shoot down a flashing enemy, your damage will be decreased by one unit.

A flashing enemy robot

SCORE

Every time you shoot down an enemy robot, the score will be added to your total score. Shoot down an enemy robot after its shot turns to red and its point value will be tripled.

You also will receive bonus points for finishing each stage that will be added to your total score. Bonus points are calculated based on hit ratio (Number of enemy robots shot down/Number of shots fired.)

Points for Enemy Robots Shot Down
Hit Ratio

When the game is over, your last score and the high score will be shown. Shoot either the SELECT window or the END window.

Shooting the SELECT window will return you to the LazerBlazer GAME SELECT screen. Shooting the END window will reset the game back to the title screen. Ending resets all scores.

SELECT END

REV-B

WARRANTY AND SERVICE INFORMATION

90-DAY LIMITED WARRANTY

HARDWARE*, ACCESSORIES, GAME PAKS ("PRODUCT")

*HARDWARE ONLY. TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period Nintendo will repair or replace the defective product or component part, at its option, free of charge.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE™** Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 6:00 am to 5:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE™** Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.
   To satisfy the needs of our customers, Nintendo maintains a nationwide network of **AUTHORIZED NINTENDO WORLD CLASS SERVICE™** Centers located in major metropolitan areas[1] and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, commercial use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial number has been altered, defaced, or removed.

WARRANTY LIMITATIONS

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The provisions of this warranty are valid in the United States and Canada only. Some states/provinces do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary between states/provinces.

[1] United States only. In Canada Nintendo provides service through its Canadian Service Center.

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OR SERVICE? CALL 1-800-255-3700.

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